

# Courting Disaster – The Jury Bored Game

				CASE COLLAPSE (GO TO ASSEMBLY AREA)			
	<p><b>As a Juror you must serve your country by attending Jury Service. This will involve you being assigned a case and then working your way through it (around the bored) until you reach the Jury Room to deliberate and reach a verdict .</b></p> <p><b>To move from the Jury Assembly Area, you must throw a six to move into the Jury Waiting Area. Once there your next throw moves you into <i>The Case</i>.</b></p> <p><b>Once on <i>The Case</i>, each move consists of two throws. The first moves you forward through <i>The Case</i>. The second determines whether the case is delayed and this depends on the number thrown (see Court Procedures). (If you are to miss the next turn move you counter to the side of the square and on your missed turn move it back).</b></p> <p><b>Eventually, the case may be completed and you reach the Jury Room to deliberate. To reach consensus you must throw a six – your Jury Service is over.</b></p>						CASE COLLAPSE (GO TO ASSEMBLY AREA)
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	<p><b>COURT PROCEDURES</b></p> <ol style="list-style-type: none"> <li>1. Missing Witness (miss a turn)</li> <li>2. Evidence Mislaid (miss a turn)</li> <li>3. Suicidal Juror (miss a turn)</li> <li>4. Judge Late (miss a turn)</li> <li>5. Point of Law (miss a turn)</li> <li>6. Case Proceeds (take next turn)</li> </ol>						
JURY WAITING AREA							
JURY ASSEMBLY AREA	JURY ROOM					CASE COLLAPSE (GO TO ASSEMBLY AREA)	